GRUE

You are likely to be eaten by a grue

Habitat: Underdark, Planar (Shadowfell); **Treasure:** None

Lurking in the shadows, often heard but never seen, the grue stalks their prey. These vicious predators have been the doom of many an adventurer who wanders into dark places of the world without care. Their slathering fangs and razor-sharp claws show no mercy to those they manage to grasp.

Despite the grue's savage reputation, they are not without weakness. A grue can't stand to be in the presence of light, and even the faintest amount is often enough to drive them off. While the magical darkness which seems to cloak them a shroud snuffs out all light in the grue's vicinity, their sensitivity to light is so intense that natural light sources, such as a torch, still cause them discomfort even when consumed in the magical darkness they create.

Grue

Large Monstrosity, Neutral Evil

AC 17 **Initiative** +8 (18)
Hit Points 142 (15d10 + 60)
Speed 30 ft., burrow 15 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 19	+4	+8	**DEX** 18	+4	+8	**CON** 18	+4	+4
INT 5	-3	-3	**WIS** 12	+2	+6	**CHA** 13	+1	+1

Skills Perception +6, Stealth +12, Survival +10
Resistances Acid
Vulnerabilities Radiant
Senses Darkvision 300 ft. (can see through magical darkness), Tremorsense 30 ft., Passive Perception 16
Languages Grue
CR 9 (XP 5 000; PB +4)

Traits

Darkness Aura. Magical darkness spreads from the grue in a 15 foot emanation. Darkvision can't see through it, and nonmagical light can't illuminate it. If any of the emanation's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that spell is dispelled.

Light Hypersensitivity. The grue takes 25 Radiant damage if it starts its turn in bright light. While in dim or bright light, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The grue makes one Claws attack and one Fangs attack.

Claws. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (4d6 + 4) Slashing damage.

Fangs. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 16). While Grappled, the target has the Restrained condition.

Swallow. *Dexterity Saving Throw*: DC 16, one creature Grappled by the grue. *Failure*: 15 (2d10 + 4) Piercing damage. If the target is Medium or smaller, it is swallowed and no longer Grappled. A swallowed creature has the Restrained condition, has Total Cover against

attacks and other effects outside the grue, and takes 14 (4d6) Acid damage at the start of each of its turns. If the grue takes 25 damage or more on a single turn from a creature inside it, the grue must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate a swallowed creature, which falls in a space within 5 feet of the grue with the Prone condition. If the grue dies, a swallowed creature no longer has the Restrained condition and can escape from the corpse using 10 feet of movement, exiting Prone.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the grue takes the Hide action.

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